

DANGERBOILS

Waters



The Official Source
for GameShark codes™

GameSharkCodes GameReviews GameTips Merchant Marine

codeboy's rant

I think I've been late on everything in my entire life. Last month's Discover bill and October's installment of my beer insurance are nestled tightly in this year's to-do heap. I've got this here column and a half-dozen other things I've had to rush and send in after a trip to England/Las Vegas. I've got to learn how to schedule this crap. Yeah, naughty word eh? Just don't try and edit it or you'll end up with a pen in yer neck, pal. Anyway, I'm late as usual, seems I always have been. On the way back from Vegas I thought I would actually break this twenty-seven year trend. I had a layover in Phoenix, of which I haven't been to since this decade began. I've been going back to Phoenix for the

past five years; I've just never seemed to actually get around to leaving Maryland. It was only two hours that I'd have, but the airport is fairly close to Hill Avenue, the section of Phoenix/Tempe that everyone that's 18 and has a skateboard must legally hang out at. Thought I'd be able to take a cab out, grab a coffee at the Coffee Mill and perhaps visit an old friend at the Gaffin Shop. I'd actually have the time to do this, I'd arrived at the airport early, and got one of the best boarding passes issued (but of course, no plane was in sight. It was kinda' like that TV commercial for whatever new smoke oil cure they have for insomnia now; you know, "If I get to sleep right now I'll still get three good hours of sleep, blah, blah, blah...") Except I had substituted distractions for the hours of sleep in question. Got to the point where I would have been happy just to step outside for a smoke, just to be back in Phoenix. Can you really, legally say you've been somewhere if it was only in the airport? Needless to say I had to settle for an airport bar, a full smoke, and half a Haneke instead of my originally planned reunion with the city. I remembered so fondly Bigass Tragedy. I don't know why I'm so fixed on that town yet won't commit to just buying the stupid ticket out, Christ, it's only a few bucks on SouthWest. Don't ask what any of this rambling has to do with GameShark, there is no link. Just memories of hour upon hour of Super Mario 3, Fester's Quest and whatever other games at Hud and Jeff's apartment.



GOD SAVE THE QUEEN...AND THOSE LOVELY GAMESHARKS!

Accompanied by really bad beer, Slayer or Social Distortion and a girl that I ignored way too much. Back when things took place outside of the house and definitely outside of any time job I might have held that week. Hmmm, guess all of that late-night game playing actually did pay off. Pretty strange.

-Codeboy

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editor's note

Hi, ho, ho, merry Christmas, happy Chanukkah, or happy whatever-holiday-it-is you might be celebrating during December. If you're not caring, I'll hang the stockings over the chimney with extra care and start singing "Jolly Old Saint Nicholas" at the top of my lungs until I explode. Or explode when ever comes first. I just love the Christmas season. The only time of the year where people (except Codeboy) actually try to be nice, courteous and polite to one another...Jmmm mmm, notice I said "Jmmm".

When, now that I've gotten that out of my system, let's talk business. To start I'd like to inform you that we've given our 500 code line #1 (95007737427) a slight makeover. Now you'll find it's updated with more codes, it's easier to differentiate between the PS and SS inside the codes and the guy talking doesn't have a leg. I hope to say it, but the last guy sounded like he was speaking with a mouthful of marbles...those big, delectable marbles! Sorry Mike! Anywho, the code line's not all we've changed. Keep an eye out in stores for the GameShark CDX 60 for the PlayStation® game console! And you guessed it: IT WORKS WITH THE 3000 series PlayStation! You guys don't think we'd leave you out in the cold to play these games without cheats, do you? Sure, we like to see you suffer...but we couldn't hold out too long!

Be sure to keep a look out this season for our newest lineup of Dreamcast products. Nothing enhances gameplay like an InterAct product, no matter what season it is.

Now for something a little different... What kind of idiot would actually buy into this? For some twisted reason, which I can not and should not explain, I was searching EBAY the other day and came across an ad for the PlayStation GameShark 241 Upgrade CD. Someone was trying to sell an Upgrade CD on EBAY, and people had already begun bidding on it. Last time I checked it was selling for \$650! \$650 for a product that we supply to everyone for FREE!! I understand that customer service may not be one of the best ways to get an upgrade, but please people, don't EVER buy an upgrade CD. Unless of course, it upgrades your toaster and/or hair style or something.

The holiday season is the greatest time of the year, no doubt about it!

Don't forget to Abuse the gift receiving power, please!

Bill

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Codeboy codeboy@gameshark.com
Little Thirny thirny@gameshark.com
sawyer sawyer@gameshark.com

Seems as though I have become a customer service representative for the malcontent of the station. I don't mind, I'm always glad to help! So let's see what we got...

Dear person,

I have one of your controllers and it seems to be malfunctioning. It seems as though my Chihuahua, Tiny, has chewed thru the cord. Can you do anything for me?

Sincerely,
Hungry

Dear Hangs,

As stated in your product's warranty, InterAct Accessories does not cover negligence, abuse, mis use, accidental damage or act of dog. Nor will InterAct Accessories repair products that are damaged due to these conditions.

If you're still interested in replacing your InterAct product, we can offer you a new unit at a discounted price in exchange for your defective unit. Please contact customer service to get all the details!

Dear InterAct,

I have a GameShark for the PlayStation game console, but I want the GameShark Pro. Can I upgrade, or am I stuck?

Sincerely,
Behind The Times

Dear ITT,

I apologize for the inconvenience, but we have discontinued manufacturing the GameShark Pro for PlayStation. However, we do manufacture the GameShark CDX60. If you would like to upgrade to the most powerful GameShark available, please mail your GameShark to customer service with \$35. We'll be sure to return the lowest service available upon its arrival.

Please mail on for more info regarding the GameShark CDX.

First, I tell you what, there are actually some TV local artists out there! This issue's winner looks fabulous! Just look at him...tell me they don't look great. Every issue is becoming hard or to determine a winner and runners up! Well enough of my pointless ranting, enjoy!

This issue's winner:
Jonathan McCarter
Huntersville, NC



I will get your PSX DevDrive to you ASAP, Jonathan. In the mean time, take a look at this issue's runners up.

Mailbox

The Voice of GameShark Fans

Dear InterAct,

My gameshark pro always seems to freeze up on such games as FF7 and FF8 and is starting to do this on other games. It seems that when I get to the "New game or continue" screen it won't work—I choose continue it do have a game saved with gameshark codes activated and it says that it can't read the memory card but without the Shark it works fine. When I choose the new game it starts and works for about five seconds and then the screen freezes as the music plays on. I'm baffled, if there is any way this can be fixed please help I would hate to have to go out and spend another fifty bucks if I don't have to. Thanks for anything you can do.

Sincerely,
Totally Confused

Dear TC,

You have experienced a very unusual problem. There are a few things to try. 1) Certain codes will only work from the beginning of the game on. I believe FF7 is one of those games. Loading a game with the code's turned on may cause a lockup. Try testing the code(s) from the very beginning to see if this is the case. 2) Be sure to use codes from an authorized InterAct publication. Copyrighted codes, like Wave and www.gameshark.com are the only InterAct developed sources for codes. If the codes you are using are from a different source, they may be outdated and may not work correctly. 3) Test one code at a time from the beginning of the game. If you do not experience a lockup or something unusual, the code should be okay. If something out of the ordinary does occur most likely the code(s) is invalid and should be removed from the Shark memory immediately.

Great question, thank you!

Got a question? Would like to hear from you?

Send your letters to:

Dangerous Designs Mailbox 0999
McCormick Road, Hunt Valley, MD 21081 email
codeboy@gameshark.com

Dangerous Designs

Runners-up:

Eric Nguyen
Orange, CA



Cole Sharpl
Amherst, CO

Eric Nguyen and Cole Sharpl were our runners up for this issue. They will be receiving a GameShark Triad! I want to thank all of you who have entered so far, keep it up! Our offer for a Nintendo 64 or PlayStation DevDrive still stands for issue 22. So don't delay, get your artwork in to us today!

CONFERENCE: UTILIZING THE POWER

Review These

An unbiased look at what's hot and what's not



Title: Ripin' Riders
Developer: UEP Systems
Publisher: Sega
Format: CD
of Players: 1-2
Difficulty: Moderate
Available: Now

Oh, yeah, it's all coming back now. Many are over snowy slopes, rooftop riding and snaking face-first into sheer cliff walls before tumbling newly-bashed-in-head over compound fractured heels. Only this time the graphics are as great as the gameplay. The original installment from UEP Systems, Coolboarders, was the cause of many missed deadlines in our office, and led to the eventual banishment of my good buddy Jay to the California office, as he could not face the daily punishment of going up against my style. Now it's only fitting that Jay will be opening our Maryland office once again to face the unbearable wrath of the Castleboy on UEP's newest release on the Dreamcast, Ripin' Riders. 'Tis a tragedy that they can't go on name recognition, as 3DO now has the rights to the title, and the wrappings to the game of the Coolboarders series, but Ripin' Riders should have no problem catching on just as the first did.

The trick technique, as far as I can tell, is identical to the original, dealing more with timing and precise angles than with button combo master maneuvering. Just a simple system to get used to at all, but once mastered the excitement of pulling off a 5400 may be over a bottomless chasm is damn near impossible inducing it's not just pressing X+O at the opportune time, it's calculating your rotations and spins, while factoring in



Don't forget to help but can't compete with this.

your flips, all on the way to the jump, not during.

The only thing that really sucked about the original version of Coolboarders was the graphics. Gameplay can certainly make up for poor graphics, but there's no need to at this point. Ripin' Riders has a very fast feel to it as you progress through the levels. By the time I was on the third course there were points where I was just guessing as I could not process the information quick enough, or maybe I was just blind in one eye. Regardless, the speed of the game, with the different textures of the ground, and the beautiful backgrounds really made it hard to pick out any flaws. There were a few minor problems with the collision detection, but the major flaw I found was a bit or two of slow down, for no apparent reason. Whatever, I made it through the other systems played with mystery slow motion sections, for what is delivered these very few spots of drag can be easily overlooked. Definitely a very fluid game, if I had to compare it would graphically resemble the Nintendo 64 title, 1080 Snowboarding.

I can't say for sure, as I've had but a night and a good part of today on the game, but there are a few hidden goodies as well. The Snowman returns, as well as another hidden character. There are extra boards available as well, of which I have, at this point, only earned one or two. But as far as I can tell this is much like the original, and there will be extra boards for each of the three types: Alpine, All Around and FreeStyle. As for the amount of courses, I can say at least six, but that's as far as I've gotten today. Perhaps a dozen including the half-pipes that are available, see for yourself.

I can't give this title a strong enough endorsement, you must play this game if you've ever played any snowboarding games. It takes more than just a run or two to get used to as well, but the payoff and the exhilaration is more than any other snowboarding titles. Much like Tony Hawk for the PlayStation, it takes a while to get your tracks down, but there's enough to the game that just racing down the mountain like an eagle is a trip, let alone pulling off crazy airs. I can't wait for Jay to get back to the office, we'll go and have some fun. ☺



There are help of different players, with 100 unique sets.



Title: Scrabble
Developer/Run: Craft
Publisher: Hasbro
Interactive:
Format: CD
of Players: 1-4
Difficulty: Moderate
Available: Now

Scrabble is well, it's Scrabble. If you're familiar with the board game, you won't be surprised by much of the actual version. If you're not familiar with the board game where have you been for the past 15 years?

The game interface is overall, fairly sound. The menus are easy to navigate and the o-

game functions are intuitive and keep a regular flow to the game. The only complaint that I have here is that you cannot zoom out to view the entire board, but rather have to move the camera around to view a section of a time.

There is an interesting Solitaire mode and a time consuming Tournament mode to add some flavor to the letter placing madness. And if you'd rather not go insane while playing, make the TV and put on a CD. The graphics are crisp and add to the realistic overall feel of the game. You can actually see the wood grain patterns on the letter blocks. At times I was so immersed in the experience I actually felt like I was playing a board game.

Overall, Scrabble does what it does well. If you want to play a board game on your PlayStation, go get Monopoly. If you already have Monopoly, and you want another game, go get Scrabble. If you're just looking for

some entertainment from your PlayStation, you may want to look elsewhere. ☺



Scrabble, tournament is probably as addictive as the board game. It's Scrabble on CD, game.



GameTips & Tricks

Conquer worlds. Regular strength. Subdue the enemy.

Blue Stinger

Infinite Remote Bombs: At the title screen press X, Y, A, R, START, L, START. This will give you the secret remote bomb weapon with infinite ammo.



House of the Dead 2

Blood Selection: Finish the game in Original Mode to be able to choose the color option for blood.



Hydro Thunder

Hidden Track: Before starting a game, highlight "BACK" on the options screen. Now enter the following: up, down, up, down, start. You can now find the hidden track of the Track Selection screen.



Crash Team Racing

Get Spyro 2 Demo: At the main or new game screen hold L1 + R1 and press Down, Circle, Triangle, Right.



Soul Reaver

Infinite Health: Pause your game and press Left, Right, Left, Right, Square, Circle, Square, Circle.



Tony Hawk's Pro Skater

Infinite Special Bar: While playing, pause the game and do the following: press and hold L1 and push X, Triangle, Circle, Down, Up, Right. The screen will shake if the code was entered correctly.



Army Men Sarge's Heroes

Escape Teleport: Hold R, L and C Down and you will teleport to where you started.



Gauntlet Legends

Bonus Characters: When your character reaches level 10 you will be able to select the more powerful version of your character by holding the TURBO button down while selecting a character. The secret versions are more powerful than their old versions (but are only worthwhile if you choose them as soon as you reach level 10).



Re-Volt

Unlock Everything: Go to the password section and enter E, A, Z, Z, R, L, A, C.



The i-Files

An In-Depth Look At New Devices From InterAct.

The Mega Memory Card Saves the Day!

Introducing the Game Boy Memory Card.

Hey all you gamer folks out there in reader land: if you like to have gaming power in your pocket, we here at InterAct have a whole new way for you to get more extreme fun out of your Game Boy.

It's the Mega Memory Card for the Game Boy Color and Game Boy Pocket!

Now all of us gamers down here know that you Game Boy fans and fanatics out there have been waiting, hoping, even begging for a new and better way to back up your game saves and organize your data. And as much as we love to see you boys, we here at InterAct are still proud to bring you our Mega Memory Card.

This little yellow beauty holds up to one hundred game saves for any Game Boy Color and Game Boy Pocket game that lets you save to the cartridge. You can back up your games, or organize them simply, delete them easily and store them all in one handy car-

tridge. The Mega Memory Card's user-friendly interface makes it easy to view all your saves and keep them how you want them.

The Mega Memory Card is perfect for extra protection for your game saves—no more accidental erasures or corrupted data on the original cartridge—or for sharing your game saves with a friend. You can back up your games a hundred times, save at different positions, or just save all your games once.

For all you Pokémon fans out there, the Mega Memory Card is a perfect way to catch em' all and to make sure that they stay in your grasp. No more sad stories about all your Pokémon flying the coop, keep your million and one critters safe and happy—and make it easy on yourself with the Mega Memory Card.

Take the excitement and uncertainty out of your game saves with the Mega Memory Card and save it for playing the games, instead. ☺



You can save em' all with the Game Boy Mega Memory Card.



savior Speaks/Strategy Guide

Well he just returned from a brief trip to England, and if I learned one thing while I was there, it's that people talk funny in other countries. Oh yeah, I also learned that it's better to be in the US if you're a gamer. Flipping through the UK mags, talking to some gamers, walking through the local shops, you notice that the "New Releases" are mostly games that we've been playing for months. They do have better-looking women than us, though...and more of them, too! So I guess it all evens out.

Back to the games, though, who's excited for this holiday season? NINTENDO 64 faithful will finally get their hand at Tony Hawk's Pro Skater, as well as an update to Excitebike and a new Castlevania. Of course there is the obligatory slew of PlayStation games including Tomb Raider 4, Twisted Metal 4, Tomorrow Never Dies, Vandal Hearts 2 should I go on. And finally we come to the DreamCast. At last the hardcore RPG gamer will get something on the most powerful console to sink his teeth into. Evolution, Clarius Lander and Seventh Cross are all scheduled to be released before Christmas.

So take a moment this holiday season, as you peel the cellophane off of your new games, and think of all the poor folks abroad in merry old England who would be seeing those titles for weeks to come. Oh and on a final note, if you are over in the UK, and someone offers you a fig, don't worry that you're caught up in some black market, sex slave trading scheme—they're just offering you a cigarette!

On that note, look in all new feature inside this issue of DW. A strategy guide. Granted it's not the entire guide (we wouldn't want to spoil it for you), however we have a map and a walkthrough of the first area of Resident Evil 3: Nemesis. So, keep reading!

Resident Evil 3: Nemesis

September 28th • Daylight

Walk down the path and jump up and over the crates.

Now inside the warehouse, you can pick up first aid spray and bullets on the bottom floor. Then go up the stairs and to the

right. Up the stairs again, down the path and through the door (01) into the saw room. Grab the key on the wall by the door. There is also some gunpowder A in the cabinet and some typewriter tape on the desk. Leave the saw room, head back around and down the stairs. Go all the way down the walkway to the red door (02). Leave the warehouse.

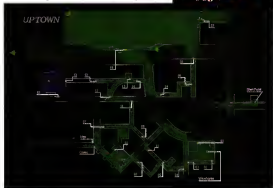


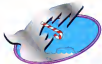
Walk down the alley and through the door (03). Walk to the left and then through the door (04). Walk down the path. If you see a gray door (05) on your right. Open the door and go down the stairs. Pick up the lighter fluid from the shelf and the shotgun from the rotting corpse. Go back up the stairs and out the door. Make a right out of the door and then the first left. Walk down the path, pick up the green herbs along the way if you want to, and enter the door (06) at the end. Walk down the path, making a right at the broken down city, until you see

two crates blocking a set of stairs. Climb up on the crates and grab the map from the wall. Climb the stairs and grab the green herbs if you want them. Come back down off of the crates and go to your left, continuing down the path. If you come to a brown door (07). Enter the door and take the path to the first right, down the stairs. Walk to another set of stairs and then to another brown door (08).

Now inside the bar, grab the ammo from the cash register, the postcard from the bar, and the lighter from the pay phone. Go back out of the bar through the back door (the way you came in (09)). Go back down the stairs, through the alley and up the stairs. Make a right at the top of the steps and then you have to choose which path you will take at the fork just ahead.

For the rest of the walkthrough, be sure to check issue 23 due out in January '02.





**The Big Wave Is Back and
it's a Bigger Wave!**

A short time ago, people around the world cheered in unison when they opened their mailboxes. The day had come, the Big Wave was in their hands. More importantly, the power contained within the Big Wave CD was in their PlayStation.

The time is once again upon us... Big Wave #2 is headed your way! This means more big saves, more GameShark codes (which you can load directly into your GameShark), more programmers' cheers and more updating fun. If you missed out and didn't subscribe for the year of Big Wave CDs, you get another shot, here. For all this love and affection, you only pay \$86.00 and get not 1, not 2, not 3... but 4 Big Wave CDs over the course of a year! That's a deal.

Now that you want to subscribe, flip to the last page and fill out the form. Then mail the form and a **check or money order** to the given address. And wait patiently for the CDs to arrive.



Intellife's GameShark update policy has changed! We have an updated software version that's compatible with most N64 games available if you own a N64 GameShark (SV 374), version 0.0 to 2.99, send in your GameShark along with \$80 to receive a software update, or send \$35 with your GameShark to upgrade to a GameShark PRO.

If you own a PSX GameShark (SV1104), version 0.0 to 2.99, send in your GameShark along with \$35 to upgrade to GameShark GX.

If you own PSX GameShark version 2.0 or above, Subscribe to Big Wave and receive 4 upgrades per year, guaranteed. Plus receive any Supplement CDs if a software update is needed.

And lastly, if you own Game Boy GameShark (SV324), all versions, send in your GameShark along with \$20 to upgrade to the GameShark Pro.

News

GameShark CDX.
It actually works with the
9000 series PlayStation®2

Coming to you live and direct via your favorite videogame retailer, GameShark COW for PlayStation® game console. Now you can own the next generation in cheating technology! Take your gaming to higher levels than ever before with these nifty new features:

- P15X 9000 series compatible
 Select codes for hundreds of preloaded games!
 Preloaded with thousands of codes!
 CD Explorer feature allows you to view all game movies and listen to a game's soundtrack!
 -Raiden Code Generator (when used w/ the SharkLink, sold separately)
 Indicated, if no extra charge, Hack Like a Pro! tutorial video
 Next generation GameShare technology
 -\$49.99 for the GameShark CDK and \$84.99 for the SharkLink.

A completely revised and updated version of the popular GameShuk, the GameShuk CDX is the ultimate game enhancer for the PlayStation®2 game console! This next generation of GameShuk, the GameShuk CDX, is compatible with every model of PlayStation®2 even the new 9000 series. The all-new GameShuk CDX plugs into the memory card port on any model PlayStation®2. From the menu screen, you can update codes and even unlock special graphic and sound files stored on some games.

Watch www.gameshark.com for more news about GameShark CTRK and how to get your very own SharkLink cable. Don't have a computer? Go to the public library, a computer store or something!

APPLY THE SKILLS



900 Line -
CodeBoy's 2 Scents...er. cents

Yeah, I can't deny how I got slammed into this plug, but I bet they'll never ask again. Either that or it will be altered by my dear friend the Ghost Editor. Less-than-none, we've spent ourselves a new host for our coding: 1-900-773-7437. Our lovely and talented assistant, Andy. Though you may think that our coding is just for codes, you'll be getting damn close to the endlessly mysterious data and code of the entire network system of internal restructuring. I mean he was kidnapped. What I'm really saying is, for those who want to cheat, now, right now, at the moment the game is released, give this line a call. But, not only do we have codes, we have our new code host, Andy, and he's well worth every penny. So go grab a game, a new one at that, and check out 1-900-773-7437. For up to the minute codes, or at least up to the week codes. No more waiting for Codes, no more waiting for any shaped sections, nothing but pure code, my friends. Oh, yeah we know SHARK is the best, just deal with it.

Costa Rica

GameShark Merchandise

Seals: 100% Cotton - Embroidered Logo -

AS 1000
1000 03
1000 03



Please refer to the Holiday Gift Guide insert when ordering.

1999 Holiday Gift Guide



Tis The Season...To Stock Up on InterAct Goods!

With holidays of many varieties creeping up on us, it's time to start getting greedy! Videogames are on all of our lists, and in this holiday gift guide, we've got some widgets, devices and downloads to enhance your gaming and get you on the path to ultimate victory! If you see something you like, fill out the order form, tally up your total, detach and mail to InterAct. Be sure to include a check, money order or credit card number (Visa or Mastercard only) - Or you can call (410) 785-4054 and order your products over the phone with a Visa, Mastercard, Discover or American Express.

GameShark

You know what this little device does, don't you? It unlocks all the hidden features in your games and creates some of your own powers. With the GameShark Pro, you can hack the codes yourself! Also, notice our latest addition to the GameShark Family - The GameShark COX. The COX is compatible with all models of PlayStation (yes, even the new models with no parallel port).

GameShark Pro (Nintendo 64) SV304E \$49.99

GameShark COX (PlayStation) SV304COX \$49.99

GameShark Pro (Game Boy Color, Game Boy Pocket, and Game Boy) SV304E \$29.99



Barbie PlayStation Accessories

Everyone loves Barbie and everyone loves PlayStation. Combine the two and you get this slick Barbie GamePad and Memory Card. The Barbie GamePad is a standard digital pad, compatible with all PlayStation games (comes with mini console and controller for Barbie). The Memory Card is a standard, 16-block memory card, also compatible with all PlayStation games. Game Boy Color and PC Barbie Accessories are also available. Check your local videogame retailer!

Barbie GamePad 122-002 \$9.99

Barbie Memory Card 122-001 \$9.99

Game Boy Mega Memory Card

Here it is, the first available memory card for your Game Boy (Compatible with Game Boy Color and Game Boy Pocket). When you catch 148 Pokemon, you're too close to your goal to risk it. Backup any Game Boy cartridge saves with the 100 available slots. Store, organize and transfer your Game Boy saves with great ease with the Game Boy Mega memory Card.

Game Boy Mega Memory Card 124-607 \$24.99



StarFire LightBlaster

Shooting things on the screen is fun, but it's not so fun when you've gotta use a standard GamePad to move a dingy target around the screen. This is why you plug the StarFire LightBlaster into your Dreamcast. The trigger is now an extension of your hand, part of your anatomy. The StarFire LightBlaster shoots where you point. You also get auto fire and auto reload to ease the aching on your digits.

StarFire LightBlaster I-22-006 \$29.99



Quantum FighterPad

With the incredible fighting and nonfighting games on Dreamcast, you really can't pass this controller up. You get all six buttons on the face of the pad, plus the two shoulder buttons (in case you really dig the shoulder buttons). This baby is programmable, so you can program complicated combos into one button! You also get dual VIBU/TremorPak slots for all manners of vibrating and sawing.

Quantum FighterPad I-20-001 \$29.99

Fission Fishing Controller

Go check your local bait and tackle store - people don't go fishing with GamePads! If you're going to simulate fishing on your Dreamcast, do it right with the Fission Fishing Controller. You get an authentic winding reel, an analog control stick, four control buttons, powerful vibration feedback, and motion sensors that react to controller movement. The only thing you don't get is the authentic fish and worm (and stink) normally associated with fishing.

Fission Fishing Controller I-22-004 \$34.99



Order Form

Ordering Instructions

- Please allow 4-6 weeks payable to Interlink Corporation.
- All orders include shipping and handling.
- Proportionately subject to change.
- All orders are on your first order. Please allow 4-6 weeks for delivery.
- To order by phone, call Interlink customer service at 1-800-393-4444.
- Interlink website.
- Please have your VISA, MasterCard, Discover or American Express Card number and shipping information ready.
- Send all orders to: Interlink Corporation, Inc., ATTN: MAILORDERS, 8000 McGowan Road, Fort Valley, GA 30428.



NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
DAYTIME TELEPHONE _____

(We understand in case we have questions about your order.)

ITEM #	DESCRIPTION	QTY	PRICE	TOTAL
00-2118	GameShark Pro (PSX)		\$59.99	
00-110-024	GameShark 20K (PSX)		\$59.99	
00-0348	GameShark Pro (PSX) (GPM)		\$59.99	
100-0001	Realtek Soundcard (PSX)		\$9.99	
100-0001	Realtek Memory Card (PSX)		\$9.99	
104-001	Game Boy Advance Memory Card (PSX) (GPM)		\$29.99	
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			TX = 2.99%	
			SA = 8.99%	
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Hackers Heaven

Learn How To Hack Like A Pro, From The Pros

Okay, it's that time of the month again. Time for your next installment of Hackers Heaven, the forum for those trying to hack GameShark codes... "hackers" if you will.

One of the most received questions I have received, even to this day, is "Why can't I hack codes for certain games?" One customer bluntly put it: "For example: Final Fantasy 8, the gentleman continued, 'Every time I try to use the Code Generator on said game, it seems to lock up. Forcing me to restart the game, every time.' Well, I have to be honest with you folks, this is one of those



classic cases of "lockupzies" or "incompatibilities." For reasons beyond our control (like anything is under OUR control, certain games just can not be hacked. Now I

say "beyond our control" because any one game can have thousands, even millions of lines of code. Thus, searching for one single line of code could take days, or even weeks. In the worst case, you could search for no reason and never find a code. So, I recommend one of two things in this case: A) lose your grip on reality by hacking for hours, upon hours on end, or B) just take your losses, remove the game from your system and slowly back away...**SLOWLY**."

In other cases the occasional lockup may just be caused by a bad code in the Generator. To make a long story short, the GameShark "overwrites" the code written in the CD's programming. I guess you could say it tricks the system into thinking one value is actually another. Invalid codes may have just one incorrect character in the address, causing the GameShark to confuse the system, thus locking it up. In any case, entering an invalid code into the GameShark system will most likely cause a lockup. Sometimes you'll still may be able access the Shark and delete any code(s) that might have been entered. However, there are those rare cases in which the Shark has been damaged by this evil code. In such cases, please contact our Consumer Service department for details regarding our reprogramming/upgrade service.

INTERACT TECH SUPPORT

- For tech support by phone: (408) 765-4064
- For tech support by mail: Interfact Accessories, Inc. Attn: Consumer Services 10088 McCameck Rd Hunt Valley, MD, 21031
- For tech support by email: support@gameshark.com

To be sure that invalid codes will not corrupt your GameShark system, be sure to get all of your codes from an authorized source, such as:

- Our 800 line - (800) 773-7427
- Online - www.gameshark.com
- Our Magazine - Dangerous Waters

Or be sure to test each and every code, one by one, before entering it into the GameShark permanently.

Thank you,
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